NEW WORLDS

Tech Tree

Buildings





Construction Yard



Vehicle Yard



Generator Resource **Processor**

Power



Mining Station



Storage **Facility**





Transporter



Arsenal



Adv. Power Generator



Colonial House



Shield Generator



Advanced Mine























Improved

Advanced

Improved

Con Yard

Advanced

Con Yard Improved

V Yard



































Sickbay

Upgrade 3 Sickbay

Upgrade 4

Upgrades





















Dilithium





Plant

Plant

Duranium











Vehicles

Cargo Bee

Work Bee



Construction



Scout

APC



Colony Shuttle

Science

Vehicle Photon

Artillery Disruptor

Battery Cloaking **Disruptor Tank**

Disruptor

Turret





















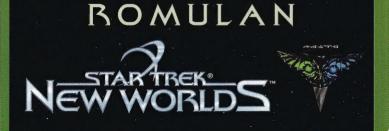




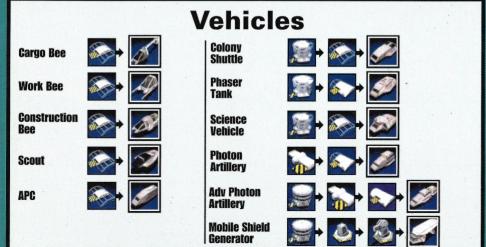


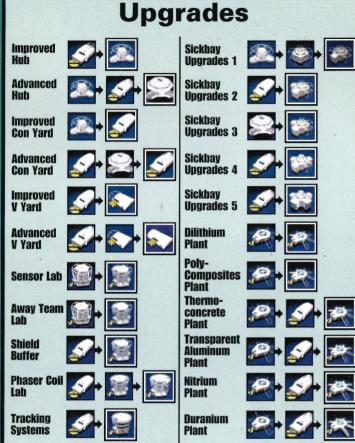














Energy

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